

# Arcade Cheats Wiki Guide

## The King of Fighters '98 Cheats

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Page Tools

This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for **The King of Fighters '98 for Arcade**. If you've discovered a cheat you'd like to add to the page, or have a correction, please [click EDIT and add it](#).

Shermi's infinite combo

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Shermi has a infinite combo. This only works against Goro and in the corner.. This is not the Orochi Shermi so its only normal Shermi.. Get Goro trap in the corner, then do Shermi's half-circle back x2 once you done that tap A repeatedly maximum 35hit gets dizzy

Friendly or Fuming

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To see the attitudes of opposing fighters, hold the Start button at the match-up screen.

Unblockable Projectiles

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Choose Heidern or Athena as your players.

For Heidern: During the game from a distance, do a Cross Cutter move (charge B, F + LightPunch), quickly do a Storm Bringer move (HCB + Heavy Punch). You will see that you have unblocked your crosscutter!

For Athena: Do a Psycho Ball attack (QCB + LightPunch), quickly do a Super Psychic Throw (HCF + HeavyPunch) and the resulting attack will be unblockable!

Secret Characters

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Orochi Team (Evil Chris, Evil Shermie, Evil Yashiro): Hold START and press any button on the normal team (Chris, Shermie, Yashiro).

For King Of Fighters '94 art of fighting characters (Ryo, Robert, Yuri): Hold START and press any button on the art of fighting characters.<p> For King Of Fighters '95 style Kyo: hold START on Kyo and press any button.<p> For Real Bout 2 characters (Mai, Terry, Andy, Billy): Hold START on the respective characters and press any button.